

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	6	"6052780".pn. or "6381644".pn. or "5191611".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/01/24 14:18
L2	0	"automatic rncryption"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/01/24 14:19
L3	103	"automatic encryption" or "automatic algorithn"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/01/24 14:42
L4	364	"automatic encryption" or "automatic algorithm"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/01/24 14:41
L5	50	4 and memory and network\$1 and secure\$4	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/01/24 14:24
L6	1	5 and secure adj stor\$4	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/01/24 14:21
L7	261	"automatic algorithm"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/01/24 14:41
L8	0	7 and 3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/01/24 14:41

L9	103	"automatic encryption"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/01/24 14:42
L10	0	7 and 9	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/01/24 14:42
L11	1	blew.inv. and edwin	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/01/24 14:44
L12	74	chang.inv. and edwin	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/01/24 14:43
L13	2	chang.inv. and ker-ming	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/01/24 14:43
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L17	6034	327/345 or 327/346 or 711/163 or 711/164 or 360/60 or 369/84 or 369/85 or 705/57 or 705/58	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/01/24 14:51
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1 [Fast generation of order statistics](#)



Wolfgang Hörmann, Gerhard Derflinger

 April 2002 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 12 Issue 2

Publisher: ACM Press

 Full text available: pdf (146.68 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Generating a single order statistic without generating the full sample can be an important task for simulations. If the density and the CDF of the distribution are given, then it is no problem to compute the density of the order statistic. In the main theorem it is shown that the concavity properties of that density depend directly on the distribution itself. Especially for log-concave distributions, all order statistics have log-concave distributions themselves. So recently suggested automatic ...

Keywords: Rejection method, T-concave, automatic algorithms, order statistics, transformed density rejection

2 [Finding errors automatically in semantically tagged dialogues](#)



John Aberdeen, Christine Doran, Laurie Damianos, Samuel Bayer, Lynette Hirschman

 March 2001 **Proceedings of the first international conference on Human language technology research HLT '01**

Publisher: Association for Computational Linguistics

 Full text available: pdf (46.12 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We describe a novel method for detecting errors in task-based human-computer (HC) dialogues by automatically deriving them from semantic tags. We examined 27 HC dialogues from the DARPA Communicator air travel domain, comparing user inputs to system responses to look for slot value discrepancies, both automatically and manually. For the automatic method, we labeled the dialogues with semantic tags corresponding to "slots" that would be filled in "frames" in the course of the travel task. We then ...

Keywords: DARPA communicator, dialogue, error detection

3 [Algorithm 802: an automatic generator for bivariate log-concave distributions](#)



Wolfgang Hörmann

 March 2000 **ACM Transactions on Mathematical Software (TOMS)**, Volume 26 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(430.89 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Different automatic (also called universal or black-box) methods have been suggested to sample from univariate log-concave distributions. Our new automatic algorithm for bivariate log-concave distributions is based on the method of transformed density rejection. In order to construct a hat function for a rejection algorithm the bivariate density is transformed by the logarithm into a concave function. Then it is possible to construct a dominating function by taking the minimum of several ta ...

Keywords: automatic generator, bivariate log-concave distributions, rejection method, universal generator

4 Witnessing side-effects



Tachio Terauchi, Alex Aiken

September 2005 **ACM SIGPLAN Notices , Proceedings of the tenth ACM SIGPLAN international conference on Functional programming ICFP '05**, Volume 40 Issue 9

Publisher: ACM Press

Full text available:  [pdf\(250.73 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present a new approach to the old problem of adding side effects to purely functional languages. Our idea is to extend the language with "witnesses," which is based on an arguably more pragmatic motivation than past approaches. We give a semantic condition for correctness and prove it is sufficient. We also give a static checking algorithm that makes use of a network flow property equivalent to the semantic condition.

Keywords: functional languages, side-effects

5 Image processing: Animating pictures with stochastic motion textures



Yung-Yu Chuang, Dan B Goldman, Ke Colin Zheng, Brian Curless, David H. Salesin, Richard Szeliski

July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(454.47 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we explore the problem of enhancing still pictures with subtly animated motions. We limit our domain to scenes containing passive elements that respond to natural forces in some fashion. We use a semi-automatic approach, in which a human user segments the scene into a series of layers to be individually animated. Then, a "stochastic motion texture" is automatically synthesized using a spectral method, i.e., the inverse Fourier transform of a filtered noise spectrum. The motion tex ...

Keywords: animation, image-based animation, image-based rendering, natural phenomena, physical simulation, video texture

6 False Path Elimination in Quasi-Static Scheduling



G. Arrigoni, L. Duchini, C. Passerone, L. Lavagno, Y. Watanabe

March 2002 **Proceedings of the conference on Design, automation and test in Europe**

Publisher: IEEE Computer Society

Full text available:  [pdf\(147.14 KB\)](#)



[Publisher Site](#)

Additional Information: [full citation](#), [abstract](#)

We have developed a technique to compute a Quasi StaticSchedule of a concurrent

specification for the software partition of an embedded system. Previous work did not take into account correlations among run-time values of variables, and therefore tried to find a schedule for all possible outcomes of conditional expressions. This is advantageous on one hand, because by abstracting data values one can find schedules in many cases for an originally undecidable problem. On the other hand it may lead to exp ...

7 End-to-end arguments in system design



J. H. Saltzer, D. P. Reed, D. D. Clark

November 1984 **ACM Transactions on Computer Systems (TOCS)**, Volume 2 Issue 4

Publisher: ACM Press

Full text available: [pdf\(696.24 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: data communication, design principles, protocol design

8 Meshes and surfaces: Adaptive T-spline surface fitting to z-map models



Jianmin Zheng, Yimin Wang, Hock Soon Seah

November 2005 **Proceedings of the 3rd international conference on Computer graphics and interactive techniques in Australasia and South East Asia GRAPHITE '05**

Publisher: ACM Press

Full text available: [pdf\(350.67 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Surface fitting refers to the process of constructing a smooth representation for an object surface from a fairly large number of measured 3D data points. This paper presents an automatic algorithm to construct smooth parametric surfaces using T-splines from z-map data. The algorithm begins with a rough surface approximation and then progressively refines it in the regions where the approximation accuracy does not meet the requirement. The topology of the resulting T-spline surface is determined ...

Keywords: T-splines, adaptive fitting, surface reconstruction, z-map models

9 KM-2 (knowledge management): clustering II: ClusterMap: labeling clusters in large datasets via visualization



Keke Chen, Ling Liu

November 2004 **Proceedings of the thirteenth ACM international conference on Information and knowledge management CIKM '04**

Publisher: ACM Press

Full text available: [pdf\(702.98 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

With the rapid increase of data in many areas, clustering on large datasets has become an important problem in data analysis. Since cluster analysis is a highly iterative process, cluster analysis on large datasets prefers short iteration on a relatively small representative set. Thus, a two-phase framework "sampling/summarization - iterative cluster analysis" is often applied in practice. Since the clustering result only labels the small representative set, there are problems with extending ...

Keywords: cluster labeling, cluster visualization, data clustering, human factors in clustering

10



Skin & faces: Skinning mesh animations



Doug L. James, Christopher D. Twigg

July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3

Publisher: ACM Press

Full text available: pdf(684.00 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We extend approaches for skinning characters to the general setting of skinning deformable mesh animations. We provide an automatic algorithm for generating progressive skinning approximations, that is particularly efficient for pseudo-articulated motions. Our contributions include the use of nonparametric mean shift clustering of high-dimensional mesh rotation sequences to automatically identify statistically relevant bones, and robust least squares methods to determine bone transformations, bo ...

Keywords: collision, compression, deformation, mean shift, skin

11 Video Visualization

Gareth Daniel, Min Chen

October 2003 **Proceedings of the 14th IEEE Visualization 2003 (VIS'03) VIS '03**

Publisher: IEEE Computer Society

Full text available: pdf(622.64 KB) Additional Information: [full citation](#), [abstract](#)

Video data, generated by the entertainment industry, security and traffic cameras, video conferencing systems, video emails, and so on, is perhaps most time-consuming to process by human beings. In this paper, we present a novel methodology for "summarizing" video sequences using volume visualization techniques. We outline a system pipeline for capturing videos, extracting features, volume rendering video and feature data, and creating video visualization. We discuss a collection of image compar ...

Keywords: Video visualization, volume rendering, video surveillance, change detection, image-swept volume

12 Surrogates for physical artifacts: Digital restoration using volumetric scanning



W. B. Seales, Yun Lin

June 2004 **Proceedings of the 4th ACM/IEEE-CS joint conference on Digital libraries**

Publisher: ACM Press

Full text available: pdf(2.10 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we present a new, nondestructive method for revealing inaccessible text buried within damaged books and scrolls. The method is based on volumetric scanning followed by data modeling and physically-based simulation. We show by experiment that it is possible to recover readable text from objects without physically opening or damaging them. In handling damaged collections, conservators often face a choice between two frustrating alternatives: indefinite preservation without analysis, ...

Keywords: digital unwrapping, preservation, restoration, volumetric scanning

13 On conceptual modelling and design of role-based access control systems

Yanchun Zhang

January 2004 **Proceedings of the first Asian-Pacific conference on Conceptual modelling - Volume 31 CRPIT '04**

Publisher: Australian Computer Society, Inc.

Full text available: pdf(38.95 KB) Additional Information: [full citation](#), [abstract](#)

While conceptual modelling has been prevail in database and information systems design & development, it also plays an important role in many other complex systems design

where the relationships among components and elements are complicated and need proper modelling/understanding. In this talk, we present a formal approach for role-based access control systems design and emphasize the role of conceptual modelling of various relationships and constraints in RBAC systems. Users access control is a ...

Keywords: conceptual modelling, integrity constraints, relational algebra, role-based access control

14 Fractal symbolic analysis



Vijay Menon, Keshav Pingali, Nikolay Mateev

November 2003 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 25 Issue 6

Publisher: ACM Press

Full text available: pdf(494.89 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Modern compilers restructure programs to improve their efficiency. Dependence analysis is the most widely used technique for proving the correctness of such transformations, but it suffers from the limitation that it considers only the memory locations read and written by a statement without considering what is being computed by that statement. Exploiting the semantics of program statements permits more transformations to be proved correct, and is critical for automatic restructuring of codes su ...

Keywords: Compilers, program optimization, program transformation, symbolic analysis

15 Back matter



ACM SIGSOFT Software Engineering Notes staff

July 2003 **ACM SIGSOFT Software Engineering Notes**, Volume 28 Issue 4

Publisher: ACM Press

Full text available: pdf(1.10 MB) Additional Information: [full citation](#)

16 A production PCB layout system on a minicomputer



K. Bedard, S. Fournier, B. Shastry, U. Stockburger

January 1977 **Proceedings of the 14th conference on Design automation**

Publisher: IEEE Press

Full text available: pdf(418.71 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents a PCB layout system developed within Bell-Northern Research. The system is implemented on a PDP-11/70 minicomputer and it has been in production use since July 1976. The system consists of several modules for carrying out various steps involved in the PCB layout process such as, data input, assigning the gates to packs, placement of components on the PCB and routing the interconnections. The system also consists of a set of post-processors which modify the PCB data suite ...

17 Contrasts in physical design between LSI and VLSI



William R. Heller

June 1981 **Proceedings of the 18th conference on Design automation**

Publisher: IEEE Press

Full text available: pdf(647.17 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In the last five years, there has been rapid growth in logic and memory chip circuit density. The number of different digital processors and the typical size of such processors has also grown. With all this growth, alternatives in VLSI design style as well as

packaging have to be considered. These consist, on the one hand, of powerful automated placement and wiring routines, indispensable on large regular package images, and, on the other, of techniques facilitating rapid, interactive adapt ...

18 Session 3: Techniques and applications of software evolution: Software architecture



adaptability: an NFR approach

Nary Subramanian, Lawrence Chung

September 2001 **Proceedings of the 4th International Workshop on Principles of Software Evolution**

Publisher: ACM Press

Full text available: [pdf\(891.66 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Adaptation of software systems is almost an inevitable process, due to the change in customer requirements, needs for faster development of new, or maintenance of existing, software systems, etc. No doubt numerous techniques have been developed to deal with adaptation of software systems. In this paper we present an overview of some of these techniques. As the first step in the development of software solution it is our opinion that software architecture should itself be adaptable for the final ...

Keywords: NFR framework, adaptability, knowledge base, non-functional requirements, software architecture

19 Dynamic model and light-field capture: Spatio-temporal view interpolation



Sundar Vedula, Simon Baker, Takeo Kanade

July 2002 **Proceedings of the 13th Eurographics workshop on Rendering EGRW '02**

Publisher: Eurographics Association

Full text available: [pdf\(14.66 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We propose a fully automatic algorithm for view interpolation of a completely non-rigid dynamic event across both space and time. The algorithm operates by combining images captured across space to compute voxel models of the scene shape at each time instant, and images captured across time to compute the "scene flow" between the voxel models. The scene-flow is the non-rigid 3D motion of every point in the scene. To interpolate in time, the voxel models are "flowed" using an appropriate multiple ...

20 Perspectives on algorithm animation







M. H. Brown

May 1988 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press

Full text available: [pdf\(826.49 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Systems for animating algorithms have received considerable interest of late as effective means for understanding computer programs. Thus far, nothing has been reported in the literature concerning nature of the displays nor to what extent displays can be created automatically. This paper addresses these two issues. The first part presents a taxonomy of displays prevalent in algorithm animation systems; the second part uses the taxonomy to analyze those types of displays that can and cannot ...

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IEEE JNL IEEE Journal or Magazine

IEEE JNL IEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IEEE CNF IEE Conference Proceeding

IEEE STD IEEE Standard

Select Article Information

- ☐ **1. Rapid prototype of a fast data encryption standard with Integrity process cryptographic applications**
Guendouz, H.; Bouaziz, S.;
Circuits and Systems, 1998. ISCAS '98. Proceedings of the 1998 IEEE Interna
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Volume 6, 31 May-3 June 1998 Page(s):434 - 437 vol.6
Digital Object Identifier 10.1109/ISCAS.1998.705304
[AbstractPlus](#) | Full Text: [PDF\(248 KB\)](#) IEEE CNF
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Debbabi, M.; Mejri, M.; Tawbi, N.; Yahmadi, I.;
Proceedings First IEEE International Conference Conference on Formal Engin
12-14 Nov. 1997 Page(s):50 - 59
Digital Object Identifier 10.1109/ICFEM.1997.630399
[AbstractPlus](#) | Full Text: [PDF\(752 KB\)](#) IEEE CNF
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Debbabi, M.; Mejri, M.; Tawbi, N.; Yahmadi, I.;
Enabling Technologies: Infrastructure for Collaborative Enterprises, 1997., Pro
IEEE workshops on
18-20 June 1997 Page(s):256 - 261
Digital Object Identifier 10.1109/ENABL.1997.630823
[AbstractPlus](#) | Full Text: [PDF\(464 KB\)](#) IEEE CNF
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Cleveland, J.;
Military Communications Conference, 1993. MILCOM '93. Conference record.
on the Move', IEEE
Volume 1, 11-14 Oct. 1993 Page(s):78 - 82 vol.1
Digital Object Identifier 10.1109/MILCOM.1993.408542
[AbstractPlus](#) | Full Text: [PDF\(380 KB\)](#) IEEE CNF
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Hamalainen, P.; Hannikainen, M.; Hamalainen, T.; Corporaal, H.; Saarvinen, J
Circuits and Systems, 2001. ISCAS 2001. The 2001 IEEE International Sympo
Volume 4, 6-9 May 2001 Page(s):726 - 729 vol. 4

Digital Object Identifier 10.1109/ISCAS.2001.922340

[AbstractPlus](#) | Full Text: [PDF\(372 KB\)](#) IEEE CNF

- ☐ **6. Linking protection for HF radio automatic link establishment**
Redding, C.; Johnson, E.E.;
Military Communications Conference, 1991. MILCOM '91, Conference Record, Communications in a Changing World', IEEE
4-7 Nov. 1991 Page(s):1133 - 1137 vol.3
Digital Object Identifier 10.1109/MILCOM.1991.258446
[AbstractPlus](#) | Full Text: [PDF\(316 KB\)](#) IEEE CNF
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Ocheretnij, V.; Kouznetsov, G.; Gossel, M.; Karri, R.;
On-Line Testing Symposium, 2005. IOLTS 2005. 11th IEEE International
6-8 July 2005 Page(s):141 - 146
Digital Object Identifier 10.1109/IOLTS.2005.51
[AbstractPlus](#) | Full Text: [PDF\(160 KB\)](#) IEEE CNF
- ☐ **8. An automatic video-object based steganographic system for multi-use using wavelet transform**
Ntalianis, K.S.; Doulamis, N.D.; Doulamis, A.D.; Kollias, S.D.;
Systems, Man and Cybernetics, 2002 IEEE International Conference on
Volume 3, 6-9 Oct. 2002 Page(s):6 pp. vol.3
[AbstractPlus](#) | Full Text: [PDF\(536 KB\)](#) IEEE CNF
- ☐ **9. On the evaluation of JavaSymphony for cluster applications**
Fahringer, T.; Jugravu, A.; Di Martino, B.; Venticinque, S.; Moritsch, H.;
Cluster Computing, 2002. Proceedings. 2002 IEEE International Conference on
23-26 Sept. 2002 Page(s):394 - 401
Digital Object Identifier 10.1109/CLUSTER.2002.1137772
[AbstractPlus](#) | Full Text: [PDF\(319 KB\)](#) IEEE CNF
- ☐ **10. On random pattern testability of cryptographic VLSI cores**
Schubert, A.; Anheier, W.;
Test Workshop 1999. Proceedings. European
25-28 May 1999 Page(s):15 - 20
Digital Object Identifier 10.1109/ETW.1999.803820
[AbstractPlus](#) | Full Text: [PDF\(72 KB\)](#) IEEE CNF
- ☐ **11. CADIC: computer-aided design on Internet with cryptosystem**
Dong-Eun Lee; Seung-Il Kang; Jae-Hong Song; Juho Kim;
Systems, Man, and Cybernetics, 1998. 1998 IEEE International Conference on
Volume 3, 11-14 Oct. 1998 Page(s):2670 - 2674 vol.3
Digital Object Identifier 10.1109/ISMC.1998.725063
[AbstractPlus](#) | Full Text: [PDF\(468 KB\)](#) IEEE CNF
- ☐ **12. On the VLSI implementation of the International data encryption algorithm**
Wolter, S.; Matz, H.; Schubert, A.; Laur, R.;
Circuits and Systems, 1995. ISCAS '95., 1995 IEEE International Symposium on
Volume 1, 28 April-3 May 1995 Page(s):397 - 400 vol.1
Digital Object Identifier 10.1109/ISCAS.1995.521534
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